PLAYABLE RACE - SELKIE

By Minakie

GUILD

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Selkie

"As soon as the seal was clear of the water, it reared up and its skin slipped down to the sand. What had been a seal was a white-skinned boy."

— George Mackay Brown - Pictures in the Cave

While human at first glance, selkie feature lean statue and unfathomable beauty, which is only slightly rivaled by their Fey kin, such as the elves and nymphs of the wild.

Known also as Seal Folk, they are capable of therianthropy (most commonly known as zoanthropy), the ability to shapeshift into a seal. For this reason, someone who has previously encountered a selkie (or selchie) will be able to recognize another as they all wear a sealskin coat of some kind.

Fierce fighters both on land and on the sea, the selkies (or selch) prefer to wear light and occasionally medium armor as their defense, as they are not comfortable with having heavy armor constrict their movements.

Seal Folk

Regardless of their human-like appearance, upon closer inspection, it's possible to notice that a selkie's fingers and toes have webbing slightly longer than that of a normal human, which extends significantly when exposed to water.

In addition, a selkie's eyes are often larger and darker than those of most humans, adding to their kind, and almost child-like, expression.

Selkies can inhabit waters of any climate but are best adapted for the life in cold and sometimes even gelid artic waters. They also prefer to live closer to the shore, unlike the merfolk, who would rather live on the high open seas.

However, it's the sealskin they carry that sets them apart from any of the other races: when they pull the hood over their heads, they can transform into a seal, and remain in that form until they remove the hood, thus being able to shapeshift at will.

A selkie will, most often than not, have hair and eye colors that match their seal form. A Harbor Seal selkie, for example, would likely have from a tan to a dark brown skin, darker brown or grey hair, and many freckles or beauty marks on their body.

Although friendly, the selch are also fierce natural born hunters, especially when in their aquatic environment. Great at swimming and capable of withstanding great underwater pressures, they tend to be great fishermen, and often share their surplus with their friends.

Of The Land As Of The Sea

Bearers of a gentle and calm personality, the selch are usually kind and tend to avoid conflict, making them welcome by most creatures, both underwater and on dry land. For this reason, they can be found not only living among herds of wild seals but also rather frequently in coastal humanoid settlements of all kinds.

Selkies' natural enemies are the merrow and sahuagin because of their universally aggressive and imperialistic tendencies.

Selkies are nomadic, maintaining pods of two to ten family members who travel with and live alongside pods of common seals. Selkies can mate with both humans and seals, and their offspring always has a fifty percent chance of either also being a selkie, or taking after their other parent, though even these children have a sometimes inexplicable draw to the ocean.

A selkie can birth up to two children at a time. If the child is humanoid, it will mostly be raised on land by their humanoid parent; if its a pup, it will mostly be raised on the sea by their mother. Regardless, a selkie always keeps an eye on their children, even if only from the sea.

Most selkie pups look just like regular seal pups, while other can look pretty much a hybrid between a human newborn and a seal pup: human babies with lower torso and tail of a seal, except for the fact that their arms, upper torso and head is also covered by a soft layer of fluff. Regardless of their looks, a selkie pup will not learn to shed their sealskin coat until they are around three years old.

Like most mermaids, selkies take great pleasure in their singing. But unlike sirens, the selch don't mean any harm with their songs - they don't sing to seduce or to kill. Their songs have nothing to do with anyone but themselves; they sing as a way to express themselves, for the simple joy of it. Selkies' voices sound as clear and perceptible underwater as they do on the surface.

It is not uncommon for selkies who live in warmer waters to live among the merfolk communities.

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Due to their amphibian nature,
selkies can breathe both air and water,
which allows them to swim with their aquatic
friends even while in their human form.

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History And Evolution

Despite being considered by most a subtype of merfolk, this is not consensual among scholars. Since wild selkies only fairly recently started to engage more actively with coastal humanoid races, little to no information is known regarding the origin of the species. Some people argue that, despite their similar appearance, the merfolk and the selch are two distinct species. However, the similarities between these two artic communities go far beyond just the physical: they share a language, cultural aspects and, on occasion, even live together.

Followers of this philosophy argue that it is simply from living together that they have inherited the same language and cultural values, however, has recently proven, wild arctic selkies and wild tropical mermaids and mermen can still have similar culture and songs despite never having come in contact with other aquatic humanoids. So it seems fair to assume that they are, one way or another, related species of some kind. But that is still not enough for those who seek knowledge on the topic. Some believe that all selkies come from tropical water merfolk, who later spread far and wide and eventually adapted to the freezing arctic waters; others say it was the other way around. We might never know for sure.

There is, however, a common ground of understanding, and that is the fact that wild selch don't really understand the concept of clothes. Around the age of three, a selkie pup will instinctually learn to shed their sealskin and, when they do so, their humanoid form is completely naked. For the selch, switching back and forth between their two forms, without the need for clothes, is the norm. It is not uncommon to see a group of wild selkies, happily naked sunbathing on a shore, with their sealskins next to them, or stowed behind rocks.

However, if their sealskin is lost or stolen, the selkie is doomed to remain in human form until it can be recovered. This lead to several incidents throughout history where humanoids (mostly humans) would steal selch sealskins and hide them or lock them away, in order to force the selkie to be beweded against their will.

Predictably, stories of forced selkie love always end in tragedy for the men and their half-selkie progeny, as land-bound selch never stop hunting for their sealskins. They inevitably retrieve them (often through their own children accidentally finding their parent's lost sealskin and returning it without being aware of the repercussions) and return to the sea, never to see their husbands or children again. Because of this, if disturbed while on shore, the seal-folk will typically hastily snatch up their skins before rushing back to the safety of the sea.

Regardless, just as they are suspicious, selch can also be eternally grateful to those who help them recover their stolen sealskins, and are known for aiding and even saving the lives of sailors who had previously helped them when they were unfortunate enough to fall in the sea.

When it comes to evolution, modern selkies are also a bit different from their ancestors. While older selch were only capable of being either fully human or fully a seal, the younger generations of selch have perfected their transformation skills, eventually learning to only partially undress their sealskin. This allows them to present the upper body, arms, and head of their human form from the waist up, while retaining their seal-like lower torso and tail from the hips down, giving them an appearance rather similar to that of their tropical merfolk kin. This allowed the selch to more easily communicate with the land-dwellers (who rarely understood Aquan) without risking losing their sealskins.

Selkies who are not as familiar with the land-dwellers' culture might get into some trouble, not only for their odd habits and mannerisms, but also for not always understanding sarcasm or figures of speech, which can lead to misunderstandings.

Curious And Naive

More than simply having a child-like appearance, most selkies also have a child-like personality.

They are naive and don't fully understand some humanoid concepts, such as lying, which leaves them vulnerable to scams.

The selch are always curious, eager to learn more about the far oceans, deep trenches or legendary ruins at the heart of the surface world. A young selkie spends most of their days exploring the depths of the ocean and vast coastal regions with their pod.

Mermish is their main language and the first they learn, allowing them to communicate not only with other selkies, but also with the other merfolk. The selch start learning Aquan as well around the age of five and wild selch don't really bother learning Common or other humanoid languages. Only the more civilized coastal ones, interested in adventuring and trading, do so as a way to bridge the language barrier. Unlike their ancestors, who would rarely wonder too far from the sea, younger generations of selch have begun to go on long-term travels and adventures with their land dweller communities and friends.

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Some selkies can also be a bit mischievous, spreading innocent trickery whenever they go, like a playful child pranking their family and friends just so that everyone can have a good time.

Mermish

Despite being spoken only by the selch and the merfolk, Mermish may also be understood by some intelligent aquatic animals, such as dolphins and seals.

This is due to the Mermish language consisting, in essence, of a sequence similar to animal barks and whines produced by seals as well as pulses, clicks and whistles produced by dolphins.

Due to the nature of this speech, selch and merfolk are able to communicate great distances between themselves while underwater, sometimes even from one islet to another.

Selkie Names

Mundane selkies can adopt the names of whichever races they live with, but traditional selch usually have either short simple names or names that deal with water or aquatic life in general.

Male Names: Cel, Cod, Dylan, Koo, Roll, Ronan, Saoibh

Female Names: Ariel, Coral, Eilean, Fiona, Murieall, Pearl, Saoirse, Siobhan

Neutral Names: Dish, Faoir, Mílai, Nonn, Saoin, Sho

Selkie Traits

Your selkie character has an assortment of inborn abilities, the result of thousands of years of evolution.

Ability Score Increase. Your Constitution score increases by 1.

Age. Despite their sylvan nature, selkies age at the same rate as humans, reaching adulthood in their late teens and live for about a century.

Alignment. The selch live for freedom, both for themselves and others. Most selch tend toward chaotic and good alignments, but neutral selkies are not uncommon. Despite having little use for humanoid laws, selkies raised mostly in humanoid settlements can have a more lawful perspective.

Size. Selch's heights are based on their subrace, but their size is always Medium.

Speed. You have a base walking and swimming speed of 30 feet. When fully or partially transformed, your movement speeds change into those corresponding to your seal form.

Amphibious. The selch can breathe air and water.

Improved Sight. Your sylvan ancestry has adapted your physiology to both the twilight realms and the depths of the ocean, giving you Darkvision within 60 feet. While in your seal form, you can also use your whiskers to sense your surroundings, thus also benefiting from Blindsight corresponding to your subrace.

Arctic Dweller. The selch are used to freezing cold water temperatures and can survive in them for long periods of time. You are acclimated to cold climates and have resistance to cold damage. You also know the Frostbite cantrip. The cantrip doesn't count against your number of cantrips known.

True Zoanthropy. You have the innate ability to shed your sealskin and use your true zoanthropy skill while wearing it, as described on page 5. Without your sealskin you may not use your shapechanging abilities until the skin is retrieved, you are the target of a greater restoration, heal, regenerate, or wish spell.

Seal Anatomy. Being vulnerable to hot climates, you have disadvantage on Constitution saves and become thirsty twice as fast as the other races when in hot climates.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with Medium or smaller beasts that have an inborn swimming speed.

Languages. You can speak Mermish, as well as speak, read and write Aquan, and one extra language of your choice (typically Sylvan, Common or the language of a non-selkie parent or the coastal people you grew up with). Mermish is a spoken, tone terracing system, with no written form.

Subrace. Selkie subraces are based on the type of seal they can transform into, with the most common ones being harbor seal, weddell seal, and elephant seal. Choose one of these subraces.

Harbor Selkie

These selkies can fully or partially transform into a harbor seal.

Ability Score Increase. Your Dexterity and Wisdom increase by 1.

Size. Being the shortest of their kin, Harbor Selkies stand between 4 and 5 feet tall and have slender builds (80-110 lb).

Speed. When in full or half seal form, your swimming speed increases to 60 feet.

Curious Seal. You are proficient in Nature and either History or Insight.

Aquatic Grace. You have an advantage on Athletics and Acrobatics checks made on the water and can take the Dash action as a bonus action while swimming.

Fur Selkie

These selkies can fully or partially transform into a fur seal.

Ability Score Increase. Your Charisma and Intelligence increase by 1.

Size. Weddell Selkies range from under 5 to over 6 feet tall and weighing between 130 and 180 pounds.

Speed. When in full or half seal form, your swimming speed increases to 50 feet.

Natural Cuteness. You are proficient in Persuasion and either Deception or Performance.

Charming Song. You have a captivating voice. You learn the Charm Person spell even if you're not a spellcaster and can use it once per long rest without spending a spell slot.

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Elephant Selkie

These selkies can fully or partially transform into an elephant seal.

Ability Score Increase. Your Constitution and Strenght increase by 1.

Size. Elephant Selkies are taller and slightly heavier than humans, standing over 6 feet tall and weighing between 150 and 200 pounds.

Speed. When in full or half seal form, your swimming speed increases to 40 feet.

Menacing Presence. You are proficient in Intimidation and either Sleight of Hand or Survival.

Fierce Hunter. You gain +2 to any kind of attack roll if your target is in water.

Zoanthropy

True Zoanthropy is a selkie racial ability, similar to a druid's Wild Shape, but with a few differences; the main difference being that, unlike druids who can freely shapeshift into a series of different beasts they have seen in the past, a selkie can only transform into the seal of their pod.

This shapeshifting ability, innate to the selch, is granted to them by their sealskin that, upon being shed when they finish childhood, acquires magical fey properties that allow them to transform back and forth between their human and seal form at will.

When worn by a humanoid other than a selkie, the *shed sealskin* will be limited in power, granting only Minor Zoanthropy instead.

Minor Zoanthropy

- While wearing a shed sealskin, you can use an action to access the fey magic within it and assume the shape of a seal. The species of which is reflected by the sealskin's original owner.
- You can remain in your seal form for a number of minutes equal to the seal's lung capacity, described in their stat block. You can revert to your normal form earlier by using an action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores.
- You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as Call Lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You may choose to wear any hand weapons, but all other items, including clothes, armor or weapons worn on your back (such as a quiver with arrows) will be merged with your form.

True Zoanthropy

True Zoanthropy works in a similar way to Minor Zoanthropy, but with the following differences:

- While wearing a *shed sealskin*, you can use an action to magically assume the full or partial shape of your pod's seal species.
- You can remain in that form until you use a bonus action to remove your hood. You don't revert back to your human form when drowning or dropping to 0 hit points.
- When you transform, you retain your hit points and Hit Dice.
- You keep the game statistics according to your seal species: Harbor selkies keep their Dexterity and Wisdom, Weddell keep their Charisma and Intelligence and Elephant keep their Constitution and Strength.
- If you chose to only partially transform, you instead keep all your ability scores, and can speak and cast spells normally.

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Magic Items

Shed Sealskin

Wondrous item, rare (requires attunement)

The *sealskin* is a hooded cape, cloak or shawl, made from a sealskin previously shed by a selkie.

Once attuned, this item can be used as a spellcasting Focus.

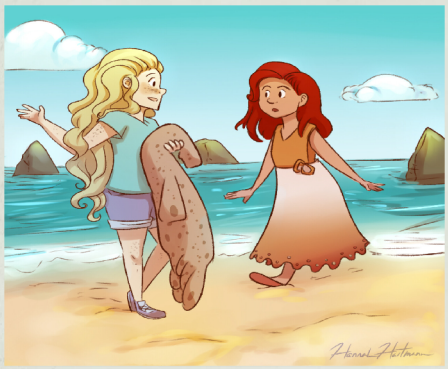
Wearing the *shed sealskin* grants you resistance to cold damage and the ability to speak both Aquan and Mermish. It also grants you the Minor Zoanthropy ability.

If attuned by a selkie, the *shed sealskin* instead grants the True Zoanthropy ability and it doesn't count towards their number of attuned items.

Beware

It is said that, if worn by someone other than their legit selkie owner, a *shed sealskin* might act as a cursed item, imprisoning its user in their seal form!

If you're the unsuspected victim of such curse, you will remain in seal form until you're the target of a greater restoration, heal, regenerate, or wish spell.



Conch Of Whispers

Wondrous item, uncommon (requires attunement by a selkie)

This magical conch of reasonable size allows you to freely Message a fellow pod member or aquatic acquaintance you have met in the past. If they have a *conch of whispers* of their own, they'll be able to reply at will.

If attuned by someone other than a selkie, all the person will listen when placing the conch next to their hear will be the mysterious chanting whispers of the sea.

Feats

Child Of The Sea

Prerequisite: Selkie

Due to your tight connection to the ocean and its creatures, you gain the following abilities:

- You can spend 1 minute communing with the sea to learn information regarding any forageable resources, safe shelters or hostile creatures it holds within 1 mile of you (nature, number, and location).
- You learn the Speak with Animals spell even if you're not a spellcaster. When communicating with an aquatic creature, you can use it once per short rest without spending a spell slot.
- You always know the relative location (distance and direction) of your sealskin at all times, allowing you to more easily recover your *shed sealskin* if it's ever lost or stolen.

Song of the Sea

You have a captivating voice.

You know the Shape Water cantrip. The cantrip doesn't count against your number of cantrips known.

You also learn the Charm Person spell even if you're not a spellcaster and can use it once per long rest without spending a spell slot. You always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you already know the Charm Person spell, you instead learn the Charm Monster spell, under the same conditions.

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Backgrounds

Feral Child

Whether you were abandoned or lost at a young age or it is simply part of your culture, you were raised among wild animals, that you consider being part of your family.

Skill Proficiencies: Nature and either Animal Handling or Survival.

Tool Proficiencies: You may choose between Herbalism Kit, Leatherworker's Tools, Navigator's Tools, Poisoner's Kit, Woodcarver's Tools.

Languages: Any of your choice.

Equipment: Your Tool of choice (if any), a set of common clothes or an outfit made of animal pelts or plants, an improvised weapon (such as a dagger made of rock and twigs), a large waterskin that can hold two gallons of water, an object you found in the wilderness (such as a branch, leaf, claw, conch, rock, tooth), and a pouch with 5 gp.

Favored Habitat

You gain an advantage to foraging, following tracks or finding safe shelter in the environment (artic, coastal, desert, forest, grassland, hill, mountain, swamp, underdark, underwater, urban) where you grew up.

Animal Caretakers

Here is a list of possible animals you could have been raised with:

d20	I was raised by...
1	a badling of ducks
2	a band of gorillas
3	a bank of swans
4	a caravan of camels
5	a colony of bats
6	a convocation of eagles
7	a drey of squirrels
8	a family of beavers or otters
9	a group of apes
10	a herd of deer, gazelles or wild horses
11	a kettle of condors
12	a pack of coyotes, wild dogs or wolves
13	a peep of chickens
14	a pod of dolphins, sea lions or seals
15	a pride of lions
15	a skulk of foxes
17	a sloth of bears
18	a tuxedo of penguins
19	a venue of vultures
20	an ambush of tigers

You are can choose other animals that are not on this list.

You can understand and communicate freely with the type of animals that raised you as if you were under the effects of a Speak with Animals spell.

Suggested Characteristics

Having spent a portion of your life secluded from humanoid cultures, your behavior might not always be what's expected of a civilized creature.

d10	Personality Trait
1	I am as suspicious of people as I am drawn to them.
2	I could talk about my animals for hours without end.
3	I don't need material possessions to keep me happy.
4	I don't really understand the purpose of religion.
5	I find it easier to be around animals than around people.
5	I grew up wearing no clothes, and am still getting used to wearing them.
7	I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
8	I would rather live in the wild than in any settlement.
9	My etiquette and manners fall short from social expectations.
10	Nature is my teacher, for it holds a precious lesson in every situation.

d10	Ideal
1	Animals. Animals are our equals, and should be treated as such. (Any)
2	Care. Everyone should learn about and care for animals. (Good)
3	Community. Relationships are more important than ideals or material goods. (Neutral)
4	Dominance. The natural order is for the strong to thrive and the weak to perish. (Evil)
5	Freedom. The sea is freedom -- the freedom to go anywhere and do anything. (Chaotic)
6	Life. Every living creature deserves a chance to survive. (Good)
7	Nature. The natural world is more important than civilization. (Neutral)
8	No Boundaries. My animals should be free to go as they please, as do I. (Chaotic)
9	Order. My creatures - and society - must be kept in line. (Lawful)
10	Power. My animals are an easy means of seizing control. (Evil)

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d10	Bond
1	I am fascinated by people and want to learn everything about their culture.
2	I am grateful to the humanoids who found me when I was lost.
3	I cherish my animal family as much as my biological one.
4	I feel compeled to protect any animal
5	I hope to one day see my family again.
6	I must keep nature from any harm or destruction.
7	I seek revenge against a powerful person who killed one of my animals.
8	I will protect my homeland at all costs, no matter the price I'll have to pay.
9	My animals mean everything to me.
10	My time in isolation gave me a unique perspective on the world.

d10	Flaw
1	Lying is an alien concept to me -- I am honest to a fault.
2	I am very possessive about my food and won't share it with anynone other than my animals.
3	I often get lost in my own world when surrounded by nature.
4	I am slow to trust strangers but, once I do, I'm loyal to the bone.
5	I am skittish and will run at the slightest sign of danger, to preserve my own hide.
6	I have been out of society for so long that I often get into awkward situations.
7	I hold long grudges towards those who harm animals.
8	I mistrust anyone who doesn't respect nature.
9	It pains me to deal the killing blow to an animal or beast.
10	The safety of my animals is far crucial than any quest.

Stat Blocks

Selkie

Here are a couple stat blocks you can use in case you wish to have some wild selkies as an NPC encounter for your game.

Bear in mind that these selkies are only partially transformed. If you want a fully transformed selkie, you should apply these game statistics to one of the true seals stat block.

Selkie Warrior

Medium humanoid (selkie), neutral

Armor Class 13
Hit Points 15 (3d8 + 3)
Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	13 (+1)

Damage Resistances Cold
Damage Vulnerabilities Fire
Skills Perception + 3
Senses Darkvision 60 ft., Blindsight 40 ft., Passive Perception 13
Languages Common, Aquan, Mermish
Challenge 1/8 (25 XP)

Amphibious. The selch can breathe air and water.

Keen Senses. While underwater, the selch have an advantage on Wisdom (Perception) checks that rely on hearing or sight.

Arctic Dweller. Selkies know the Frostbite cantrip.

True Zoanthropy. The selch can fully shapeshift into a seal at will.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with Medium or smaller beasts that have an inborn swimming speed.

Items

Shed Sealskin. Wild selkies carry their sealskin at all times, in order to use their True Zoanthropy when needed.

Actions

Trident. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8) piercing damage. two handed

Trident. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6) piercing damage.

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And here is an alternative stat block, for the selch spellcasters.

Selkie Spellcaster

Medium humanoid (selkie), neutral

Armor Class 13
Hit Points 23 (5d8 + 3)
Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Damage Resistances Cold
Damage Vulnerabilities Fire
Skills Perception + 3
Senses Darkvision 60 ft., Blindsight 40 ft., Passive Perception 13
Languages Common, Aquan, Mermish
Challenge 1/8 (25 XP)

Amphibious. The selch can breathe air and water.

Keen Senses. While underwater, the selch have an advantage on Wisdom (Perception) checks that rely on hearing or sight.

Arctic Dweller. Selkies know the Frostbite cantrip.

True Zoanthropy. The selch can fully shapeshift into a seal at will.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with Medium or smaller beasts that have an inborn swimming speed.

Spellcasting. The selkie is a 5-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +4 to hit with spell attacks). The selkie has following spells prepared:

Cantrips (at will): *Message*, *Friends*, *Frostbite*, *Prestidigitation*, *Shape Water*

1st level (4 slots): *Charm Person*, *Fog Cloud*

2nd level (3 slots): *Snilloc's Snowball Swarm*

3rd level (2 slots): *Sleet Storm*, *Tidal Wave*, *Wall Of Water*

Items

Shed Sealskin. Wild selkies carry their sealskin at all times, in order to use their True Zoanthropy when needed.

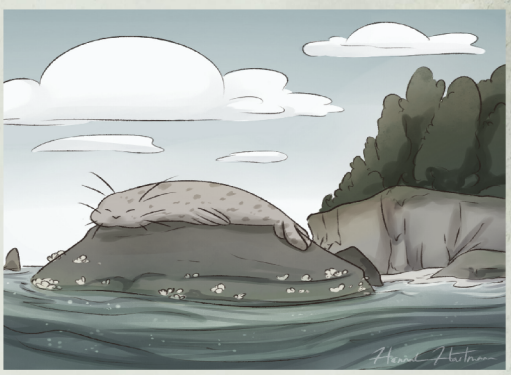
Actions

Trident. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8) piercing damage. two handed

Trident. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6) piercing damage.

True Seals

Everyone has a loyal companion and the selch are no exception, although their best friends tend to be natural seals from their pod.



Here are some stat blocks you can use, whether you require stats for your selkie's seal form, or you simply wish to include some curious and playful natural seals in your aquatic game.

Harbor Seal

Medium beast, unaligned

Armor Class 13
Hit Points 12 (2d8 + 3)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception + 3
Senses darkvision 60 ft., blindsight 40 ft., passive Perception 13
Challenge 1/8 (25 XP)

Hold Breath. The harbor seal can hold its breath for 30 minutes.

Keen Senses. While underwater, seals have an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 7 (1d6 + 4) piercing damage.

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Fur Seal

Medium beast, unaligned

Armor Class 12
Hit Points 11 (2d8 + 2)
Speed 10 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	15 (+2)	8 (-1)	12 (+1)	9 (-1)

Skills Perception + 4
Senses darkvision 60 ft., blindsight 30 ft., passive Perception 14
Challenge 1/8 (25 XP)

Hold Breath. The grey seal can hold its breath for 1 hour.

Keen Senses. While underwater, seals have an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) piercing damage.

Elephant Seal

Medium beast, unaligned

Armor Class 14
Hit Points 13 (2d8 + 4)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception + 2
Senses darkvision 60 ft., blindsight 20 ft., passive Perception 12
Challenge 1/8 (25 XP)

Hold Breath. The elephant seal can hold its breath for 2 hours.

Keen Senses. While underwater, seals have an advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) piercing damage.

Seal Correspondence

There are many other species of seals that were not contemplated on this manual. However, it is possible to use the provided stat blocks for other seals as well.

The following table is an example of some correlations you can make:

Seal Provided	Corresponding Seals
Harbor Seal	Caspian Seal, Grey Seal, Harp Seal
Fur Seal	Crabeater Seal, Monk Seal, Weddell Seal
Elephant Seal	Bearded Seal, Hooded Seal, Leopard Seal

Selkies worship the god Surminare. In 4th and 5th editions, they worship Melora.

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The End